

GRAF SPEE

The year is 1939. You are the Commander of the new German pocket battle ship, the **ADMIRAL GRAF SPEE**.

Your ship is armed with six 11 inch guns and six torpedo tubes and your orders are to sink as many enemy ships as possible.

The display will show a map of the Atlantic Ocean. An intermittent flashing pixel denotes the presence of an enemy ship. The * indicates your position, to move use the joystick or appropriate key number as shown by the direction compass

Once an enemy ship has been spotted, guide The Admiral Graf Spee * to a position directly over the enemy ship (the flashing pixel).

PRESS ANY KEY TO CONTINUE.....

GRAF SPEE

When positioned at the enemy location, press key **S** to SEARCH. If your position is correct the display will switch to a visual representation of the ocean ahead

You are now on the bridge, manoeuvring the Graf Spee using speed and direction will enable you to close and engage the enemy.

To destroy an enemy ship requires a similar number of torpedoes or salvos as were necessary for the tonnage during the original action, you must be within visual range before opening fire.

ENTER LEVEL OF DIFFICULTY 1-7(EASY-HARD)